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W A R N I N G

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKES HAZARD · SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

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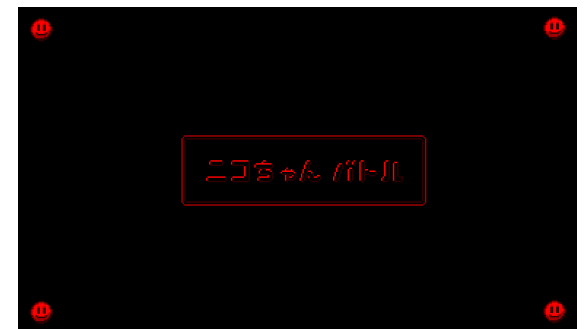
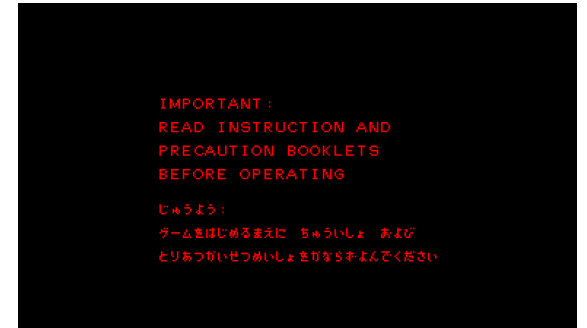
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Before Starting the Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the “IPD and FOCUS adjustment screen” (similar to the screen pictured to the right). Both adjustments are made using this screen.

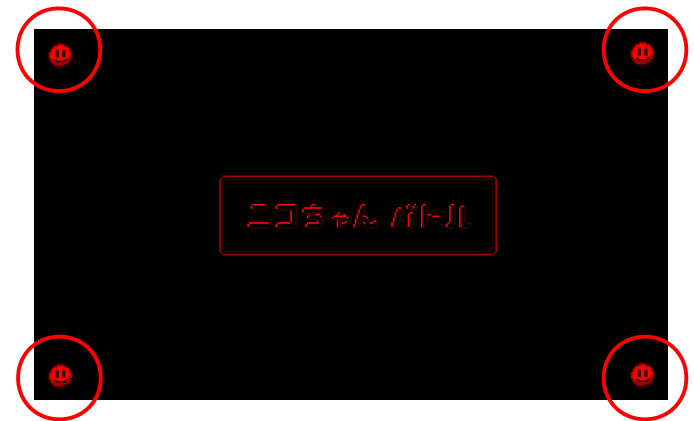


IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

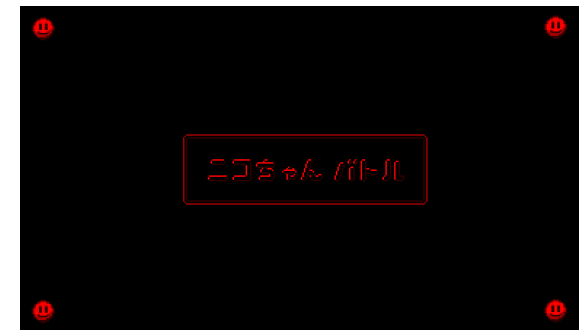


Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

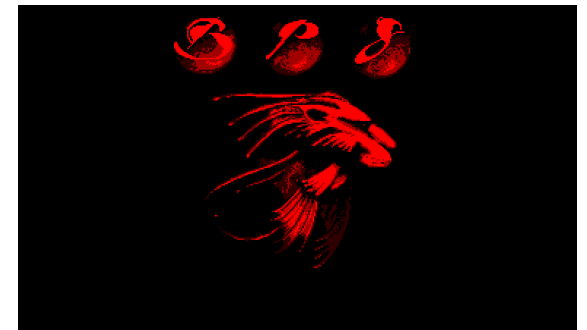
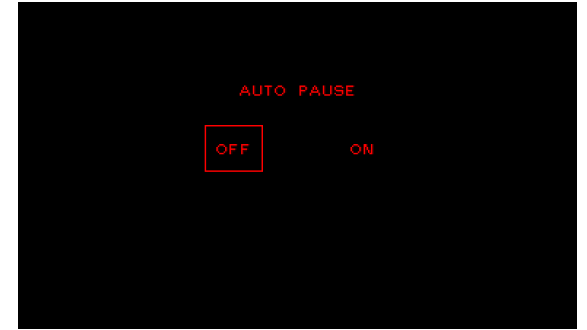
Move the FOCUS slider to the **CENTER POSITION** as marked on the housing. For most people, the center position should give you the clearest image.

If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the OFF position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use → on the L+ Control Pad, then press the START button to see the Bullet-Proof Software Logo. Press the START button again to begin the game demo. Pressing START yet again will advance you to the game title screen.



INTRODUCTION

You are about to enter a fantastic computer-generated world and experience the greatest Virtual Reality sport of the future. Compete against the computer in a contest of skill, bravery and survival, and tackle the ever more difficult challenges that await you in the ultimate cybernetic obstacle course.

When you begin Faceball, you are assigned a Holographically Assisted Physical Pattern Yielded For Active Computerized Embarkation (HAPPYFACE) represented in this cybernetic world as a smiling sphere. You must go it alone in your quest for fame and fortune, making your way through 14 challenging mazes filled with special-ups and hostile opponents.

Standing in your way are the Smiloids, programmed to pursue you relentlessly. Luckily, they are without the cunning and instinct of human players. Despite this, they are unflinching in their prime directive: Delete the Intruder.

So, prepare yourself for Faceball!

GETTING STARTED

At the Title Screen, choose a mode by using the L+ Control Pad. Press the START button or the A button to begin gameplay.



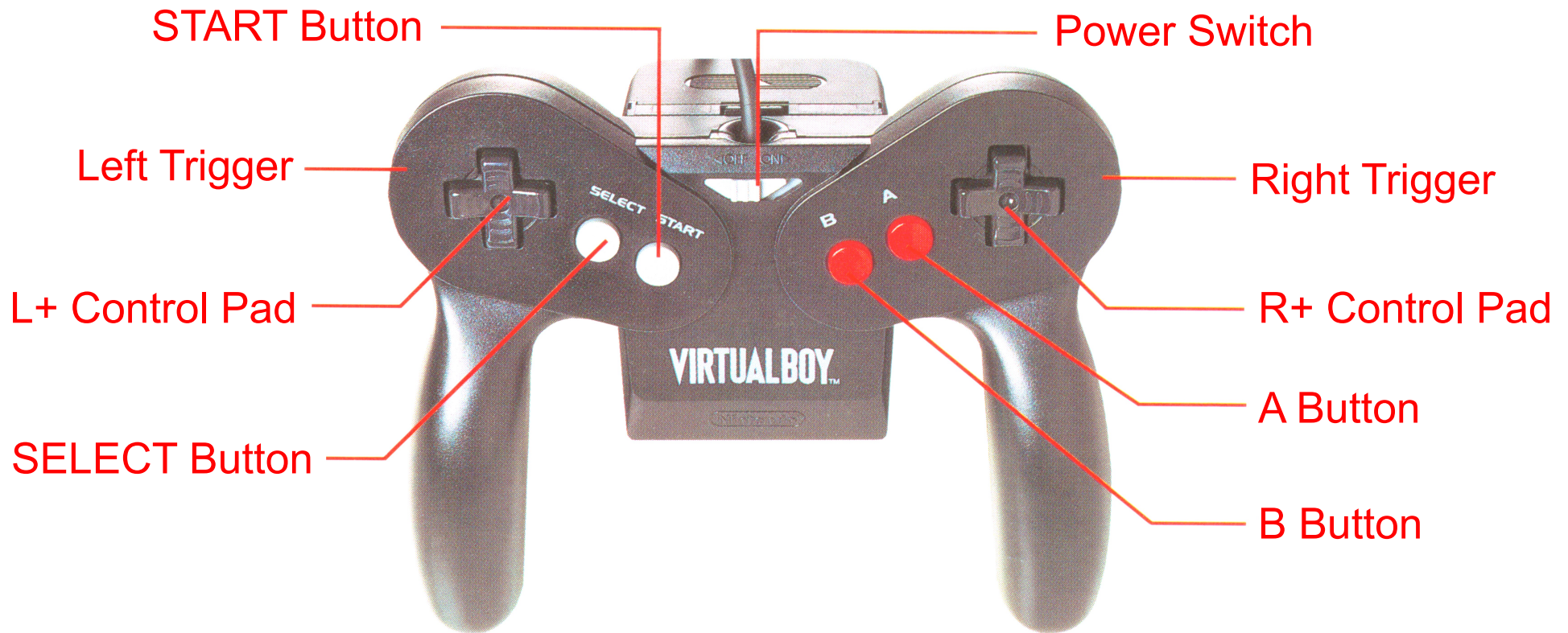
NORMAL

The object is to complete a series of mazes guarded by Smiloid opponents. Choose your starting Stage based on your experience. First time players should start at Stage 1. (See page 14 for more details.)

ARENA

In Arena mode, as in Normal mode, you complete a series of mazes guarded by Smiloid opponents. (See page 19 for more details.)

CONTROLLER FUNCTIONS



Power Switch: Turns the Virtual Boy on and off.

L+ Control Pad or R+ Control Pad (used alone): Controls your movement. Pressing up or down moves you forward or back. Pressing left or right turns you to the left or right.

L+ Control Pad and R+ Control Pad (used together): Pressing up on both pads simultaneously or down on both pads simultaneously moves you forward or back at twice the normal speed. Pressing down on the L+ Control Pad and up on the R+ Control Pad simultaneously turns you to the left at twice the normal speed. Pressing up on the L+ Control Pad and down on the R+ Control Pad simultaneously turns you to the right at twice the normal speed. Pressing left on both pads simultaneously or right on both pads simultaneously causes you to strafe to the left or right.

Left or Right Trigger: Fires. Keep pressed for rapid fire.

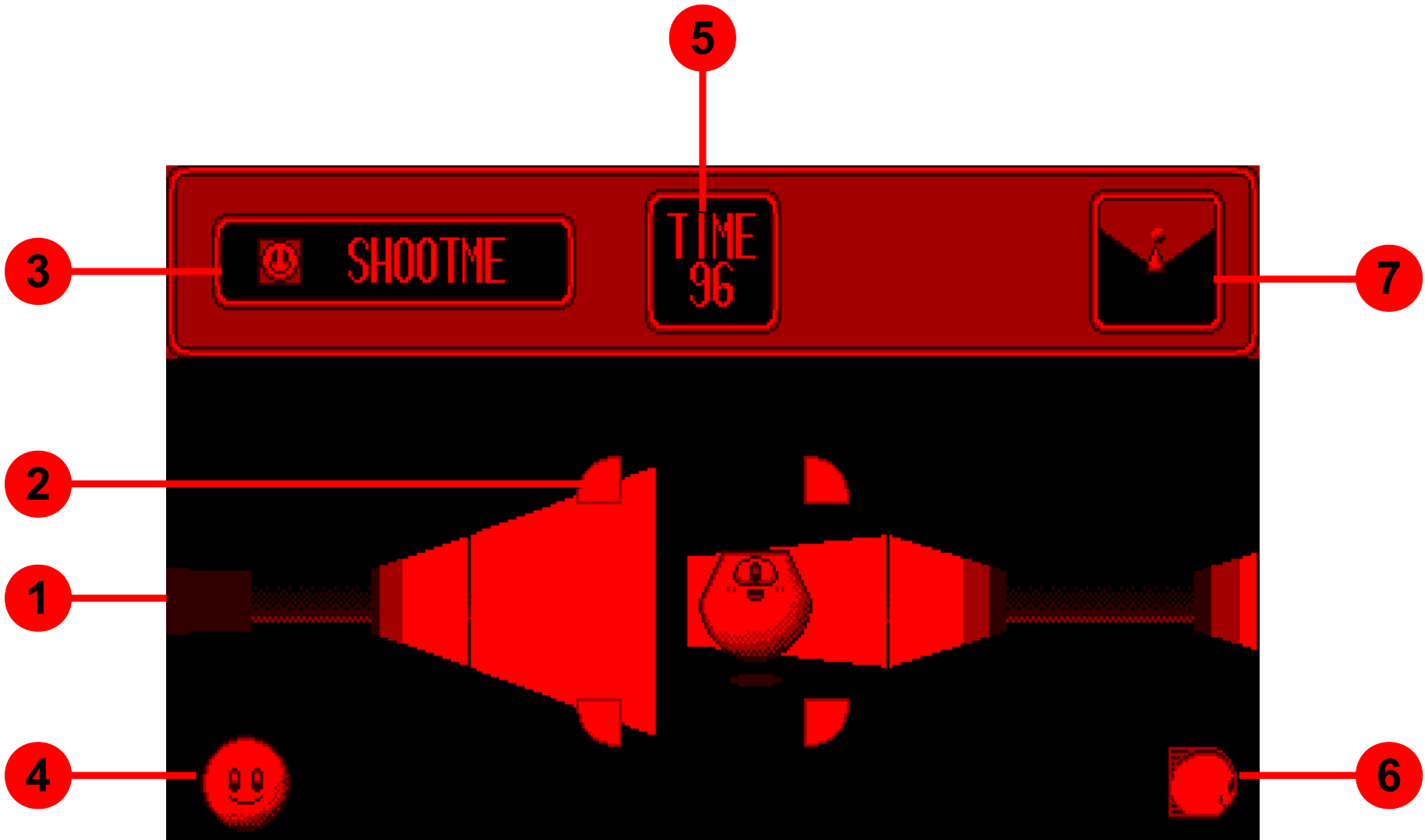
A Button: Uses the special-up that you have in your possession.

B Button: Adjusts the brightness of the screen during gameplay.

START Button: Pauses the game.

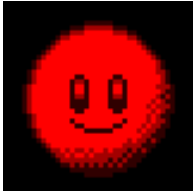
SELECT Button: Displays the map of the entire maze. The player appears as a blinking dot. Computer-controlled Smiloids appear as non-blinking dots. The arrow indicates the direction you're facing. Gameplay can continue while the map appears on the screen.

PLAY SCREEN



1. Playing field.
2. Target sight – appears only when an opponent is visible near the center of the playing field.
3. Message window – shows targeted opponent's name.
4. Hit status indicator. (See next page for descriptions.)
5. Timer – When the timer runs out, you lose your life and can then start the maze over.
6. Special-up Icon – If you have a special-up, its icon will be displayed here. The icon will flash when the special-up is being used.
7. Radar – allows you to see all opponents within a limited area around you. Walls are not displayed on the radar.

Hit Status Indicator – The following applies to the default setting of the game.



Happy

10 or 9 hits remaining



Sad

8 or 7 hits remaining



Hurt

6 or 5 hits remaining



Battered

4 or 3 hits remaining

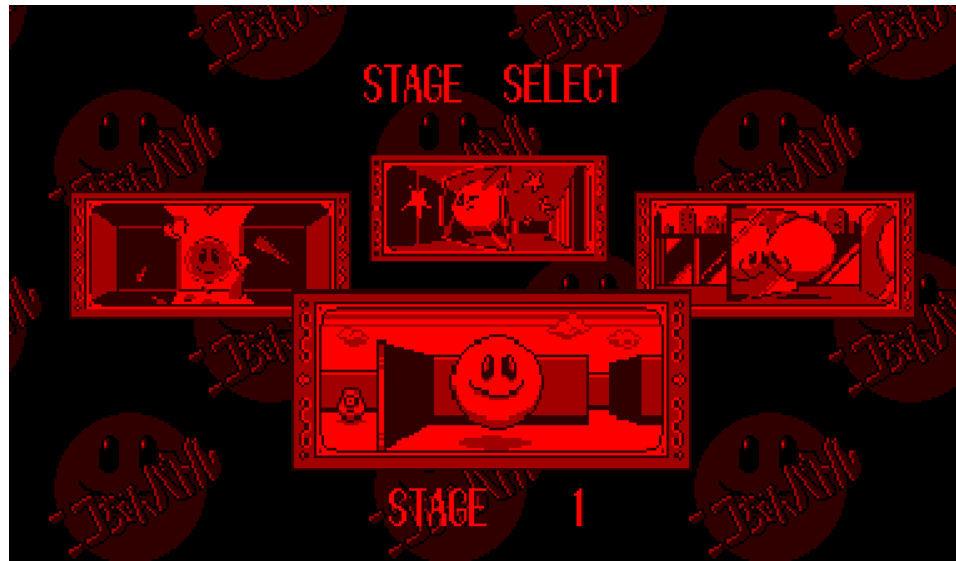


Nearly
Unconscious

2 hits or 1 hit remaining (an alarm will also
sound when there is only 1 hit remaining)

NORMAL

In Normal mode, there are 4 Stages, consisting of 14 mazes each, to choose from. The 14 maze layouts remain the same across the 4 Stages, but the opponents' speeds increase as the Stage number increases, so choose Stage 1 for the slowest opponents and Stage 4 for the fastest opponents. A maze may contain destroyable wall sections which will be flashing or transparent wall sections which, like the solid red wall sections, cannot be destroyed. There may also be special-ups to find.



Completing a Maze:

Each maze contains a certain number of opponents, all of which must be defeated within the time limit for the player to advance to the next maze.

Life:

After taking damage 10 times, or after the time runs out, you lose your life and a "GAME OVER" or "TIME OVER" message appears on the screen. Pressing the A or START button takes you to the Stage Select Screen, where you can press one of these buttons to restart the maze.

Score:

After completing a maze, you will receive a score for the maze, which is based on the total point value of all opponents defeated and the number of seconds remaining on the timer.

Timer:

The timer affects the score you get for completing a maze. The more time remaining after the completion of a maze, the higher your score. When the timer runs out, you lose your life and can restart the maze. The time limit for every maze is 99 seconds. The music will speed up when time is almost out.

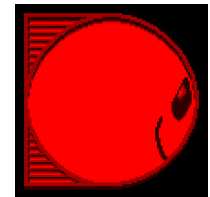
SPECIAL-UPS

When you have a special-up, its symbol will appear in the lower right corner of the screen. You must press the A button to use it. Each of the following special-ups has a 5-second time limit.

Symbol

Speed Up:

Increases player's movement and turning speed to twice the normal speed.



Shield:

The player becomes immune to all attacks.



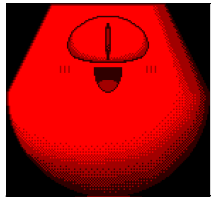
Freeze:

Freezes all Smiloids.



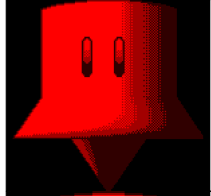
SMILOIDS

These are your computer opponents:



Shootme

A weak Smiloid that shoots at and focuses its attention on the player while moving when it detects the player.



Assassin

This fast one attempts to flee when seen and tries to move in to attack by touch when the player isn't looking.



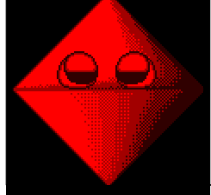
Hydra

An opponent that shoots rapidly in many directions and that rushes toward the player to attack by touch when hit.



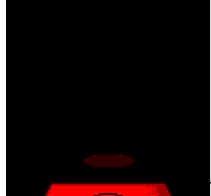
Ghost

A Smiloid with average strength that, upon detecting the player, moves straight in to inflict damage by contact.



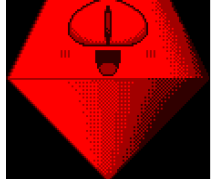
Vampire

Moving quickly and like a cue ball when the player is detected, this one inflicts damage by touch alone.





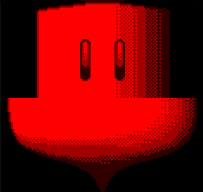
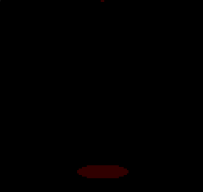
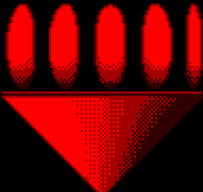


Invisible

Visible only by shadow, this average opponent is always on the move and shoots with precision at the player.



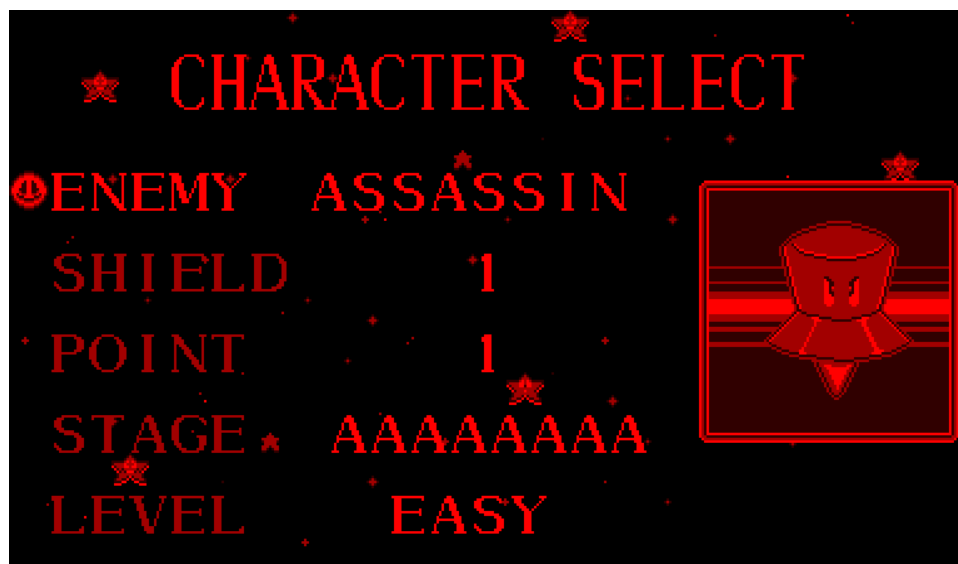
Berserker

Weak with average speed, Berserker approaches directly to attack by touch when the player is detected.

	Shieldman	A tough Smiloid that can only take damage when it moves out from behind its shield to shoot at the player.
	Ninja	Splits into two forms, both of which shoot at the player, and only takes damage when the original form is hit.
	Wraith	Able to move through walls, this strong opponent moves straight in to attack by touch when it detects the player.
	Stalker	Visible only by shadow, this tough Smiloid moves constantly and shoots at the player with high precision.
	Bound	Rebounds off of walls at higher and higher speeds the more it gets hit, damaging the player on contact.
	Death	This tough opponent unleashes other Smiloids upon the player, and the Smiloids differ as it receives damage.
	Dummy	This one isn't too bright and crashes into walls as attempts are made to inflict damage on the player by touch.

ARENA

When you select ARENA mode on the Title Screen, a screen appears where you can cycle through portraits of 13 of the 14 opponents in the game. No matter what other options are changed, pressing the A button or Start button starts you on Stage 1-1 of the game, where the game then proceeds in the same way as it does in NORMAL mode. Pressing the B button at this screen takes you back to the Title Screen.



PLAYING TIPS

Here are a few tips to get you going:

1. Keep moving! You are an easy target standing still.
2. Practice moving and shooting at the same time.
3. It is possible to dodge long range shots. Weave from side to side or strafe right and left.
4. Try peering out from a corner, taking a shot and then retreating around the corner again.
5. A special-up will remain in your possession from maze to maze if you don't use it, so only use it when you truly need it.

ABOUT THE DEBUG MENU

While in any maze of the game, press A, B, Left Trigger, Right Trigger, SELECT and START simultaneously to bring up the DEBUG MENU, where you can alter the following settings using the L+ Control Pad:

MAZE: If you started NORMAL mode on Stage 1, 2, 3, or 4, you will remain in the chosen stage with the respective opponent speeds, but changing the MAZE number lets you play the corresponding maze of the stage with your chosen amount of hit points for you and the opponents. MAZE number 00 corresponds to Stage X-1, 01 to Stage X-2, etc.

Note: You must give yourself and each enemy in the maze that you plan to play at least 1 hit point in order to play the maze with all of the maze's enemies. See the following:

MYSHIELD: Setting this to 01 gives you 1 hit point, in which case you will die in the chosen maze after being damaged only once. You can set it to 01, 02, 03 ... all the way up to 49. Attempting to play a maze with 00 hit points locks up the game.

ENYSHIELD: Change enemies with the R+ Control Pad. Selecting 01 for an enemy gives it 1 hit point, so it will die after one hit. You can choose from 00 up to 49, but choosing 00 will cause the opponent to die immediately upon entering the maze.

SE: Cycle through these to listen to different sound effects from the game.

BGM: Cycle through these to listen to various music tracks.

There are countless numbers of challenges that you can give yourself for each maze by altering your and the opponents' hit points. Once you have selected your desired maze and given yourself and the maze's opponents your desired amount of hit points, press START to begin the challenge!

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